FiveInLine

Njål Fisketjøn

	COLLABORATORS			
	TITLE : FiveInLine			
ACTION	*NAME*	*DATE*	*SIGNATURE*	
WRITTEN BY	Njål Fisketjøn	January 18, 2023		

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

FiveInLine

1.1 FiveInLine.guide

FiveInLine - A board game by Njål Fisketjøn

@{ " What is it? " link ch1}

@{ " Distribution " link ch2}

@{ " Installation " link ch3}

@{ " Tooltypes " link ch4}

@{ " Playing " link ch5}

@{ " History " link ch6}

@{ " Credits " link ch7}

1.2 What is FiveInLine?

FiveinLine is a game similar to Go-Moku and Ristinolla where the object is to get

five noughts or crosses in line before your Amiga gets it.

You and your Amiga takes alternate turns until one player gets FiveInLine

Just point and click.

1.3 Distribution

FiveInLine is Freeware.

You may copy it and give to anyone, as long as you copy all files included in

this distribution. You may not sell it or alter it in any way and pass it on as

your own creation. You may of course use the techniques or algorithms used in

this program to create a program of your own, game or not. You may not include

this program on a CD-ROM without my written permission.

Fred Fish is granted the right to distribute this program in any way he sees fit.

The author will not be responsible for ANY damage caused by using or installing

this program, including, but not limited to lost sleep, delayed programming

projects etc. etc.

FiveInLine is Copyright © 1994 Njål Fisketjøn and reqtools.library used by this

program is Copyright (c) Nico François.

The author may be reached at:

AmigaForum BBS: +47 75 56 27 64

Ultima Thule BBS: +47 77 68 19 99

+47 77 61 32 05

Mail: Njål Fisketjøn

Peter Krøyersg 7

N-4024 Stavanger

Norway

1.4   Installation

Drag the FiveInLine drawer to the desired location of your hard disk.

If you got the disk space you may leave it like this....

if not:

If you do not want the source you may delete the source drawer within the

FiveInLine drawer.

If reqtools.library is already in your LIBS: directory you may delete the one

included here (version 38.1210).

If your current reqtools.library is older you copy the included version to your

LIBS: directory.

1.5   Tooltypes

FiveInLine recognizes the following Icon Tooltypes: (not case sensitive)

BoardSize specifies (as you might guess the size of the playing board.

Valid size are 11 (11 x11) through 31 (31 x 31). If not present defaults to 15

(15 x 15)

UserBegins is a Yes/No type specifying who will start. If not present a

requester will pop up each time you start FiveInLine. From the second game on you

and your Amiga will begin every other game.

PlayLevel specifies the playing level of the Amiga. Valid values are 1

through 5, 5 being the hardest to beat. The algorithm used is the same, but the

Amiga tends to overlook it's best move (on a random basis) when you lower it's

playing level. Playing level defaults to 5 if this tooltype is missing.

1.6   Playing FiveInLine

You play the X-s and the Amiga plays the O-s. Your object is to line up five of
your X-s before the Amiga can rank up five of its O-s.
Horizontal, vertical and diagonal lines is allowed and a "four-in-line" open in
both ends is a winner. Watch out for double "three-in-line"s as well...
The Amiga will evaluate all free squares and place it's O where it hurts you
most. If no attack can be made it will try to put your plans for a "fiver" to
rest...
Happy playing!

1.7   History

The algorithm for FiveInLine was extracted from a Borland Turbo Pascal program
on a PC in the mid eighties.
I wrote a AmigaBasic version for my first Amiga 1000 and my first C version made
it to AmigaLibDisk 163. It was buggy and look rather ugly (I think now!).
I have written a RPG version for the IBM AS/400 using one-dimensional arrays,
but ever since V37 (AmigaDos 2.04) I have wanted to do a new version in C for
the Amiga.
I fiddled round a while trying to use gadgets for the playing board before
deciding to use BevelBoxes. After uploading an early 2.0 beta version on a BBS
I received enough feedback to debug and refine the program to its current state.
Finally I made a new Icon more in style with the new look of the program.

1.8   Credits

I want to thank:
Bjørnar Henden for reporting Enforcer hits and helping me find their reason.
Also for giving me the idea of playing levels.
Tommy Larsen for the idea of using Tooltypes.
Øystein Rønning for helping me find the font-related bug keeping gadgets from
appearing under OS V37. Also for pointing me in the right direction for menu
design (NEWLOOKMENUS).
Nico François for making ReqTools.
Jan van den Baard for making GadToolsBox simplifying the layout of screens and
windows.
Commodore for making the Amiga.
Last but not least Fred Fish for his work with the library. KEEP IT UP!
THANK YOU!